



Hammerin' Hero

EVERYONE 10+
TM
E
10+
CONTENT RATED BY
ESRB

ATLUS[®]
WWW.ATLUS.COM

For safe use of this product, carefully read the following section of this manual and the Precautions section of the instruction manual supplied with the PSP® (PlayStation®Portable) system before use. Retain both this software manual and the instruction manual for future reference.

⚠ WARNING: PHOTSENSITIVITY/EPILEPSY/SEIZURES

A very small percentage of individuals may experience epileptic seizures or blackouts when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a screen or when playing video games may trigger epileptic seizures or blackouts in these individuals. These conditions may trigger previously undetected epileptic symptoms or seizures in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition or has had seizures of any kind, consult your physician before playing. IMMEDIATELY DISCONTINUE use and consult your physician before resuming gameplay if you or your child experience any of the following health problems or symptoms:

- dizziness
- altered vision
- eye or muscle twitches
- loss of awareness
- disorientation
- seizures
- any involuntary movement or convulsion

RESUME GAMEPLAY ONLY ON APPROVAL OF YOUR PHYSICIAN.

Use and handling of video games to reduce the likelihood of a seizure

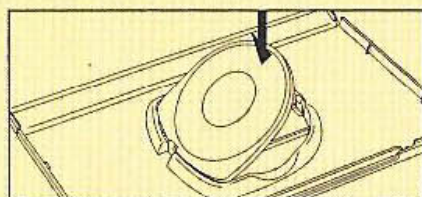
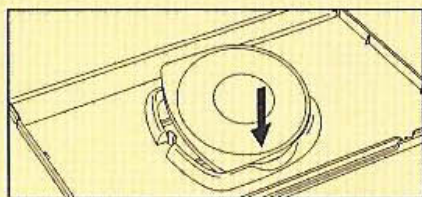
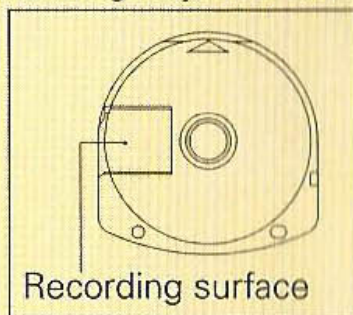
- Use in a well-lit area and keep a safe distance from the screen.
- Avoid prolonged use of the PSP® system. Take a 15-minute break during each hour of play.
- Avoid playing when you are tired or need sleep.

Stop using the system immediately if you experience any of the following symptoms: lightheadedness, nausea, or a sensation similar to motion sickness; discomfort or pain in the eyes, ears, hands, arms, or any other part of the body. If the condition persists, consult a doctor.

Do not use while driving or walking. Do not use in airplanes or medical facilities where use is prohibited or restricted. Set the PSP® system's wireless network feature to off when using the PSP® system on trains or in other crowded locations. If used near persons with pacemakers, the signal from the PSP® system's wireless network feature could interfere with the proper operation of the pacemaker.

Use and handling of UMD™

• This disc is PSP® (PlayStation®Portable) format software and is intended for use with the PSP® system only. If the disc is used with other devices, damage to the disc or to the device may result. • This disc is compatible for use with the PSP® system marked with FOR SALE AND USE IN U.S. AND CANADA ONLY. • Depending on the software, a Memory Stick Duo™ or Memory Stick PRO Duo™ (both sold separately) may be required. Refer to the software manual for full details. • If paused images are displayed on the screen for an extended period of time, a faint image may be left permanently on the screen. • Do not leave the disc in direct sunlight, near a heat source, in a car or other places subject to high heat and humidity. • Do not touch the opening on the rear of the disc (recording surface of the disc; see drawing). Also, do not allow dust, sand, foreign objects or other types of dirt to get on the disc. • Do not block the opening with paper or tape. Also, do not write on the disc. • If the opening area does get dirty, wipe gently with a soft cloth. • To clean the disc, wipe the exterior surface gently with a soft cloth. • Do not use solvents such as benzene, commercially-available cleaners not intended for CDs, or anti-static spray intended for vinyl LPs as these may damage the disc. • Do not use cracked or deformed discs or discs that have been repaired with adhesives as these may cause console damage or malfunction. • SCE will not be held liable for damage resulting from the misuse of discs.



Ejecting the disc

Press the right side of the disc until it is in the position shown in the drawing and then remove it. If excess force is applied this may result in damage to the disc.

Storing the disc

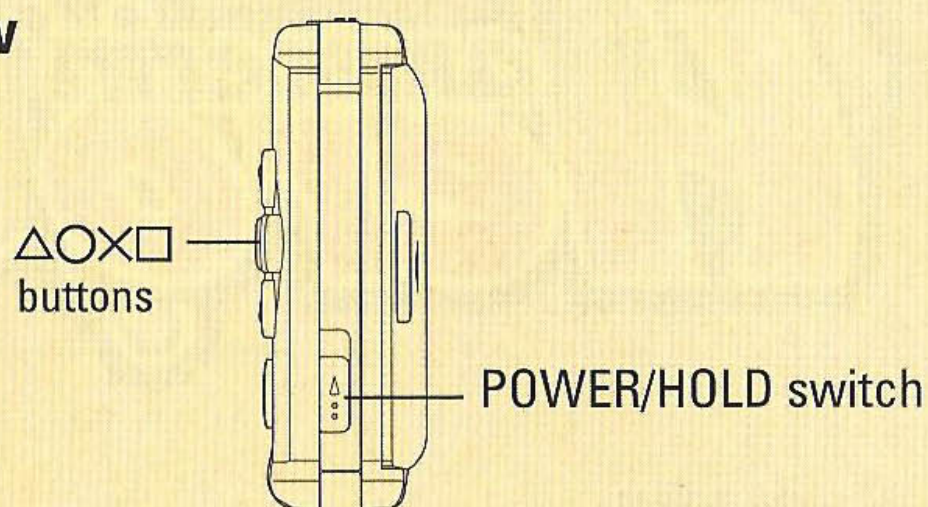
Insert the bottom side of the disc and then press on the top side until it clicks into place. If the disc is not stored properly, this may result in damage to the disc. Store the disc in its case when not in use and keep in a place out of the reach of children. If the disc is left out this may result in warping or other damage to the disc.



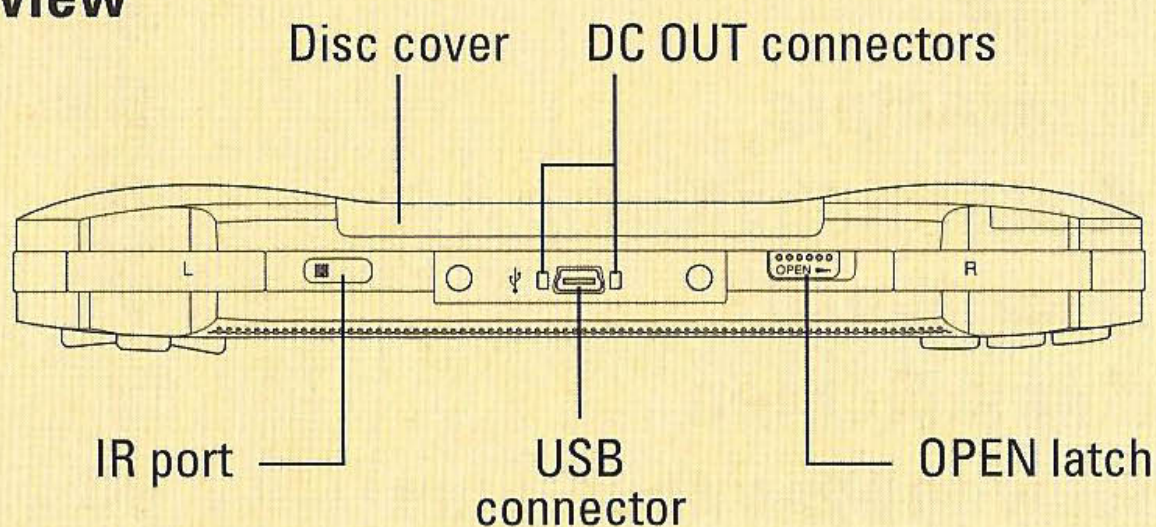
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GETTING STARTED

Right side view



Front view



Set up your PSP® (PlayStation®Portable) system according to the instructions in the manual supplied with the system. Turn the system on. The power indicator lights up in green and the home menu is displayed. Press the OPEN latch to open the disc cover. INSERT Hammerin' Hero disc with the label facing away from the system, slide until fully inserted and close the disc cover. From the PSP® system's home menu, select the Game icon and then the UMD icon. A thumbnail for the software is displayed. Select the thumbnail and press the × button of the PSP® system to start the software. Follow the on-screen instructions and refer to this manual for information on using the software.

NOTICE: Do not eject a UMD™ while it is playing.

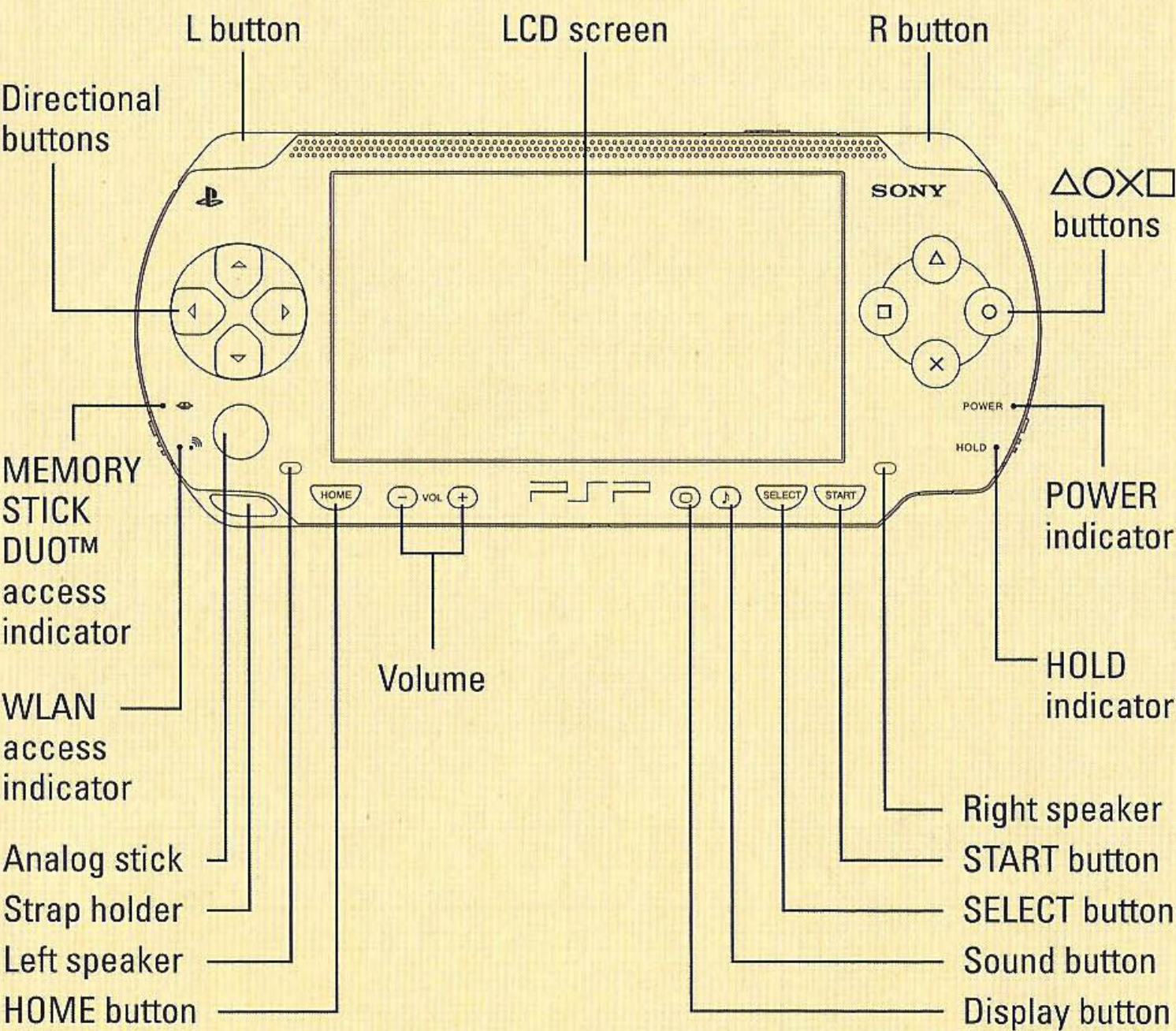
Memory Stick Duo™

Warning! Keep Memory Stick Duo media out of reach of small children, as the media could be swallowed by accident.

To save game settings and progress, insert a Memory Stick Duo into the memory stick slot of your PSP® system. You can load saved game data from the same memory stick or any Memory Stick Duo containing previously saved games.

STARTING UP

PSP® (PlayStation®Portable) system configuration



Controls

	Normal Screen	Menu Screen
Directional pad/analog stick	Move player	Choose
○ button	Not used	Go back
× button	Jump	Confirm
△ button	Side Smash	N/A
□ button	Vertical Smash	N/A
L button	Crouch	N/A
R button	Eat bento	N/A
START button	Pause	N/A

Special move: Push down on the directional pad and △ while jumping.

Story

One afternoon, Gen returns home from a long day at work, only to hear the screams of a neighbor. After investigating further, he finds that the culprit is none other than Hyosuke Kuromoku and his evil construction company, the Kuromoku-gumi trying to evict his neighbors!

Of course, Gen will not stand for the Kuromoku's shenanigans, and so another showdown between Gen and the Kuromoku-gumi begins.

Little do both of them know, a far greater threat is lurking just off in the distance...

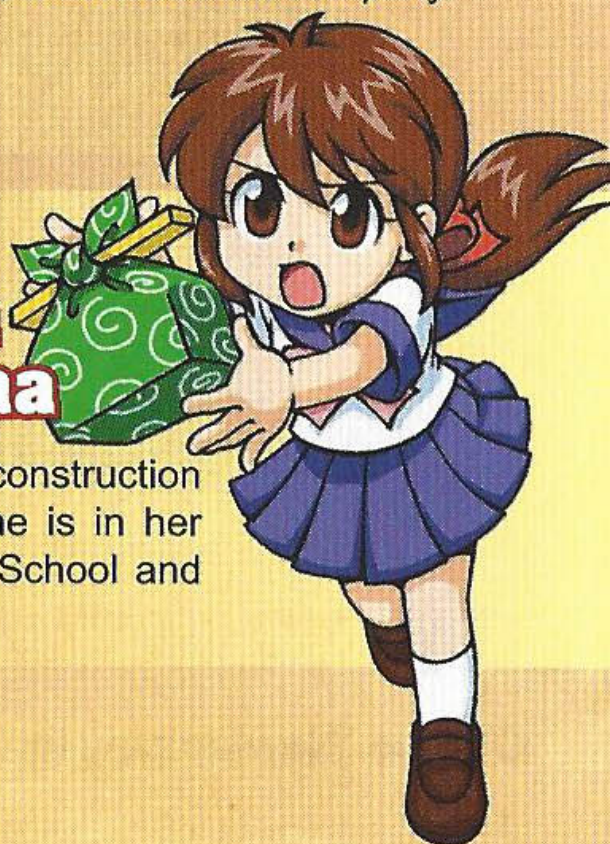
Characters



**Genzo
Tamura**

Gen is a true Edo boy. He grew up in Beranme Town. He is a carpenter, and his family, starting from his grandfather's generation, have worked at Kirishima-gumi, a construction company.

**Kanna
Kirishima**



Daughter and heiress to the construction company Kirishima-gumi. She is in her third year at Beranme High School and she grew up with Gen san.

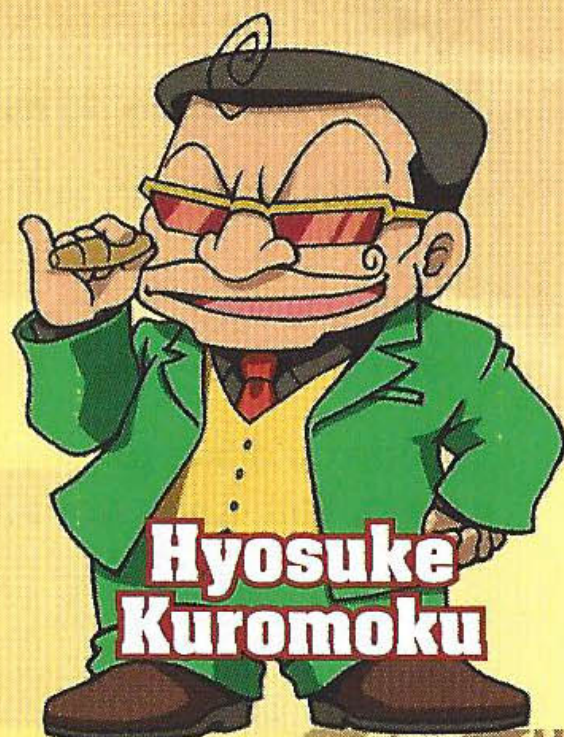
**Saya
Shiraishi**



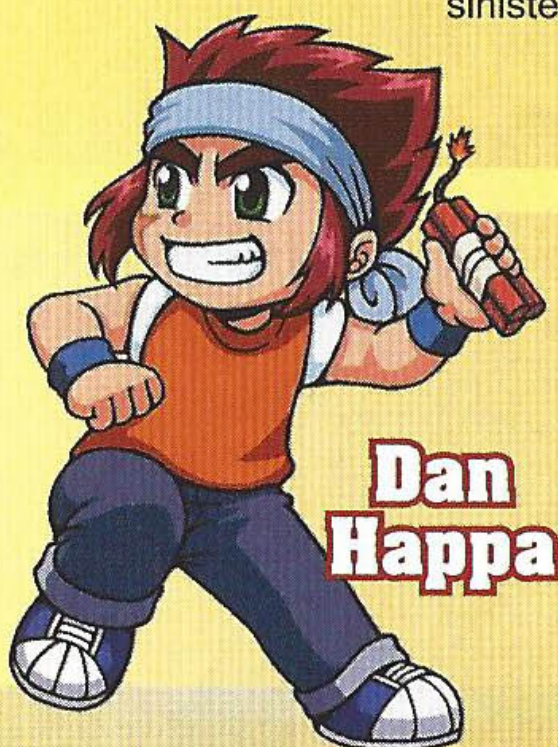
A mysterious young woman who hits on Gen san.

An evil construction company called the Kuromoku-gumi causes trouble for the townsfolk by being destructive nuisances in various places. Here are some of their key employees.

The Kuromoku-gumi's sinister president.



**Hyosuke
Kuromoku**



**Dan
Happa**

His nickname is "Dynamite Dan." He thinks of Gen san as his rival, but Gen san pays him no heed.

Her nickname is "Chainsaw Mika." She belongs to the Kuromoku-gumi, but is disgusted with the company's vile and cowardly practices.

**Mika
Hawatari**



Starting the Game



New

Choose "New" to play through Gen's adventure from the beginning.



Continue

Choose "Continue" to resume from your last save.



Ad Hoc Play

When you'd like to play with your friends, choose this mode. For more information, see pages 17 and 18.



Settings

You can change the settings for sound effects, BGM, and controls, or view the help menu. You can also choose to have the voices in English or Japanese here.

Save/Load



Save

When you choose “Save” from the menu, you will be able to save your progress.

*In order to save, you must have a “Memory Stick Duo™” or “Memory Stick PRO Duo™” which has over 384KB of free space.



Load

When you choose “Continue” from the title menu, you can start your game where you saved.



Game Screen



Menu Screen

Move

Choose the stage you want to play.

Jobs

Choose the job you want. You can change jobs in the stage by eating certain bento lunches.

Stats

See various gameplay stats here.

Storage

Look at your souvenirs, thank you letters, and personal information about the Kuromoku.

Save

Save your game data (see page 7).

Settings

You can change the settings for sound effects, BGM, and controls, or view the help menu.

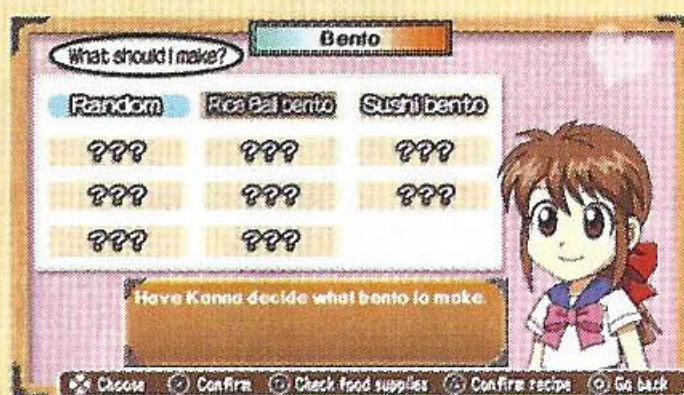


Bento Screen

Bento lunches are a common packed lunch that is commonplace in Japan. In Hammerin' Hero, you can request that Kanna make Gen a particular bento lunch, and if Gen has all the ingredients necessary, Kanna will do her best to make a tasty lunch for Gen. Different bento lunches will have different effects when Gen eats them.

Choose a bento

Choose the bento you would like with the directional buttons, and push $\times$ button to confirm it. When you push the $\square$ button, you can see all of the ingredients you have. When you push the $\triangle$ button, you will be able to see all of your collected bento recipes.





Stage Screen



Job icon

This shows Gen's current job.



Timer

This shows how much time you have left.



Special Attacks Left

This is how many times you can use your special attack.



Score

This shows your current score.



Lives left

This shows how many times you can come back after dying.



Bento icon

This shows the effect of your current bento.



Pause Menu Screen

When you push the START button during the stage, it will open up the pause menu, and the game will pause.



Go back to game

You can return to the stage screen and resume playing.

Options

You can change the settings for sound effects, BGM, and controls, or view the help menu.

Controls

It will display controls.

Go back to menu

Stop playing the stage and go back to the menu screen.

How to Play the Game



Basic Rules

When you control Gen to get to the end of the stage to defeat the boss, you have beaten the stage. If you take sufficient damage or your time limit expires, you will lose a life. If all your lives run out, it will be game over.



Flow of the Game

Choose the area that you want to send Gen to, and then set the difficulty in the Menu screen. After you've decided that, choose whether or not you want Kanna to whip you up a bento lunch. After dealing with your lunch options, you'll head into the stage. Defeat the stage boss within the time limit to drive the Kuromoku out of the area!

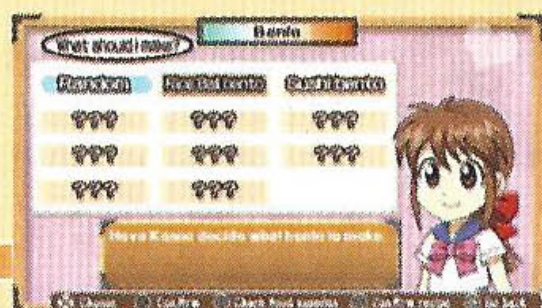
Menu Screen



Visit Kanna

Don't have her make a bento

Bento Screen



Don't visit Kanna

All these stages...

Have her make a bento



Items



Item box

If you break one of these in a stage, you'll receive items.



Special

If Gen has fewer than 3 Special attacks left, this will give him another special attack usage.



Power up

Gen's weapon will become huge!



Score (big)

You will get bonus points.



Defense up

Gen will be able to survive an attack.

Items will also sometimes appear when you defeat enemies

Action



Smash Attacks



Smash Attacks

If you hit the $\triangle$ button, Gen will deliver a slow but powerful, side-to-side attack. If it connects, you will smash the target towards the back of the stage. Pressing the $\square$ button will make Gen execute a quick vertical swing.



Job Specific Attacks

There are some jobs where you can use special and more powerful attacks.



For example, if Gen is currently a sushi chef, holding the $\triangle$ button will charge up an attack and swing a giant frozen tuna. Be sure to check out the help menu in the Settings Menu when giving Gen a new job so you know all his new moves.



Special Attacks



When you jump and push the $\triangle$ button and down button on your directional pad, you can unleash Gen's special attack. Gen only gets 3 per level, but special items will replenish his stock.

Example: •Carpenter: Earthquaker •Sushi Chef: Wasabi Flash



Dish Out Some Tough Love!



Solve the Problems of the Townspeople Gen Style!

Gen can knock away the problems of the people just like he knocks away enemies. You'll see problems displayed as emotion bubbles. When you blast them away, their problems will be fixed. Some of these people may even join in Gen's fight!

If you blast an emotion bubble into an enemy, the negative emotions may get conferred upon the enemy, which may cause them to change their behavior.



1. Oh look! There's a young man worrying!



2. Blast his worries away!



3. His problems are gone!



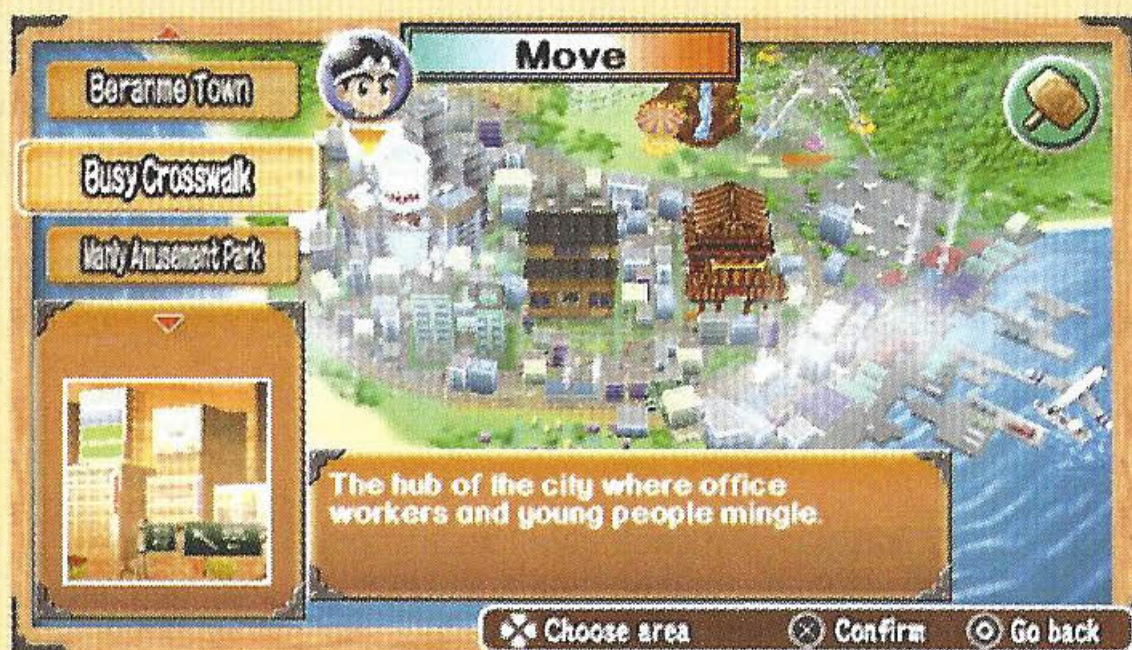
4. He's attacking the enemy with Gen!

Stages

We will introduce you to parts of the stages which will appear in the game. They each have their own unique terrain and perils.



Map



Beranme Town

Beranme Town is full of downtown charm. Gen lives here, and this is where his adventure begins.



Oishii Restaurant District

The Oishii Restaurant District is a gourmand's dream. It's full of many famous Chinese restaurants. Gen will have to chase down the evil Kuromoku while dodging the patrons enjoying their meals.



Manly Amusement Park

What is more manly than taking your significant other to an amusement park and proclaiming your love to them? Apparently nothing, the owners of this couple themed amusement park decided. Unfortunately, the Kuromoku appear and cause havoc on the attractions, ruining the couples' magical moments and breaking their hearts. Gen will not stand for this!



Jobs



Solve Problems with Various Jobs!



Jobs

Gen will start off as a Carpenter at the beginning of the game. When you change your job, there will be more variety to your fighting style – for example, you will have many different blasting away patterns.

Turn into a Carpenter, Sushi Chef, or Slugger – Gen's special attack and how people act towards him will change according to his current job.



Job: When you are a Carpenter



Job: When you are a Sushi Chef



Job: When you are a Slugger



Changing into other jobs

If you choose a job from the menu screen, you can change your occupation. Also, if you want to change jobs during your stage, you can push the R button to eat a bento to turn into whatever the bento turns you into.



Get a Bento Made by Collecting Lots of Ingredients



How to make a bento

If you ask Kanna to make a bento that you want (page 8), she'll make you one using three different ingredients.



The effects of bento



Your bento will change according to the type of ingredients you have. Other than ones which will let you change jobs, there are some which will give you more power, defense, special attacks, and even extra lives.

Bento types

Here are some of the types of bento Kanna can make for you.



Kombu rice ball bento

The taste of home – rice balls with kombu inside. If you eat this, you will turn into a carpenter.



Sushi bento (egg)

A sushi bento with sweet and yummy eggs. If you eat this, you will turn into a sushi chef.



“Oops!” bento

This isn't Kanna's best work...



There are some jobs which have a unique fighting style. When you are using a new job, check out the help menu from Settings (page 6).



Gen's Many Jobs



► Carpenter

Gen's first job. He blasts away opponents with his wooden hammer. He is an all around player.
Special Attack: Earthquaker



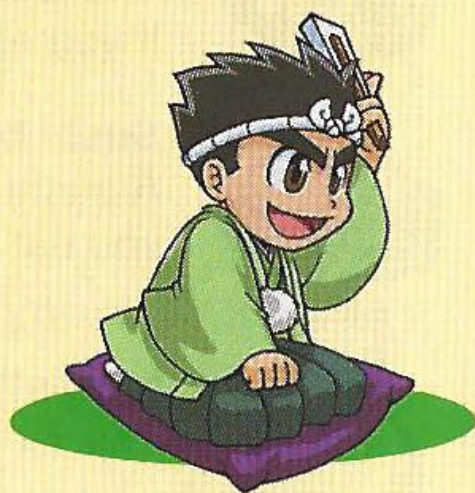
► Sushi Chef

A passionate sushi chef.
Special Attack: Wasabi Flash



► Slugger

The clean-up slugger for the Kirishima's club team. Smack the enemies away with Gen's bat, or punish them with his fastball.
Special Attack: Fastball



► Rakugo Performer

A professional of comedy.
A master of rakugo.
Special Attack: Laugh Wave



► DJ

A popular hip hop DJ. Throw your records like a boomerang to attack.
Special Attack: Bass Groove



► Diver

Explore the deep sea with this suit that Gen's father made. Use an anchor and chain to punish evil.
Special Attack: Anchor Drill

Ad Hoc Play

You can use the PSP's wireless functions to play with another player.



Multiplayer mode

First, make sure that your PSP's WLAN switch is on. To play in ad hoc mode, you will need two PSPs and two UMDs. You can play this mode if you choose Wireless Play from the title menu.

Choose who will be the "host" and who will be the "guest".



Choose stage and difficulty.

HOST

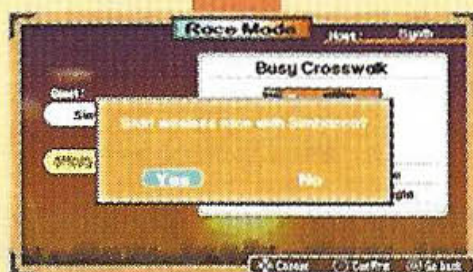
Choose host to join when the host's name appears.



GUEST



Receive guest



Confirm guest



Choose job



Choose job

Start Game!

About wireless LAN:

- ▶ Make sure that your PSP's WLAN switch is on.
- ▶ Don't turn the WLAN switch off until you are done playing.
- ▶ While you're playing, make sure the other player is within a 10 meter (about 11 yards, 33 feet) radius from you.



Wireless Play



Wireless Screen



Job icon

This shows Gen's current occupation.



Points

The points you have. The number inside the parentheses is how many points separate you and your opponent.



Special attacks left

The number of times you can use a special attack.



Your opponent

Your opponent!



Rules of Playing Multiplayer



On a race

The winner is the player that accumulates the most points going through the stage. You have unlimited lives, but since there's a bonus for finishing the level quickest, those precious seconds it takes to respawn could be the difference between victory and defeat.



On a boss battle

In the stage, there are places where the mid boss and the main boss come out. Here, you and your opponent will fight it together. The more damage you deal to the boss, the more points you will get.



I can't beat my enemies!

There will be hints given to you when you get a game over, so use them to your advantage. Also, you can attack the enemies in the background, by smashing an enemy toward them.

I can't collect many ingredients!

Bento ingredients are sometimes dropped by enemies. Also, rare ingredients can be picked up in ad hoc mode.

What changes when you change your job?

When you change jobs, your actions and attacks will change. There are jobs such as the sushi chef where change attacks will be possible. Also, you will not be able to enter certain stages without a specific job.

I can't choose the job I want to turn into!

The further you progress through the game, the more jobs you can choose from. There are some jobs you cannot turn into unless you meet certain conditions.

I'm having trouble collecting souvenirs!

Souvenirs can sometimes be obtained by getting a high score, or defeating many enemies. You can see these in the storage menu from the menu screen.

Credits



Cast

Genzo Tamura: Kappei Yamaguchi
Kanna Kirishima: Azusa Yamamoto
Hyosuke Kuromoku: Tetsuo Komura
Saya Shiraishi: Yukiko Takaguchi
Genroku Tamura: Kenji Nomura
Dan Happa: Kisyuu Taniyama
Mika Hawatari: Nami Kurokawa
Dr. Parallel: Tadashi Miyazawa



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Hiroyuki Hayase

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Color

Lyrics/Music

Mai Iida

Arrangement

Hiroshi Ebihara, Daikoku Azuma (USP)

Song

Mai Iida

Sound Producer

Daikoku Azuma

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Recording Engineers

Daikoku Azuma, Naoyuki Matsumoto

Recording Studios

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Digital Domain Studio (High Bright)

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Masakazu Morishita, Yuki Iwai
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Updating the PSP® (PlayStation®Portable) system

Updating the PSP® system software

This UMD™ includes the latest update data for the PSP® system. If a screen prompting you to update the system software is displayed when you start the UMD™, you must perform an update to start the software title contained on the UMD™.

Performing the update

When you insert the UMD™, an icon (as shown on the right) is displayed under [Game] in the home menu. Select the icon, and then follow the on-screen instructions to perform the update.

Before starting the update:

- Fully charge the PSP® system battery.
- Connect the AC adaptor to the system and plug it into an electrical outlet.

During an update:

- Do not remove the AC adaptor, turn off the system or remove the UMD™.

If an update is canceled before completion, the system software may become damaged, and the system may require servicing to repair or exchange.

Checking that the update was successful

After the update has been completed, select [System Settings] under [Settings] from the home menu, and then select [System Information]. If the System Software field displays the version number of the update, the update was successful.





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